Q1: Implementation of RSA using 512 bit and 1024 bit parameters

```
// Implementation of RSA algorithm using 512 Bit and 1024 Bit keys
#include <NTL/ZZ.h>
using namespace std;
using namespace NTL;
#define ERR THRESHOLD 1000
// Error in range 2^(-ERR_THRESHOLD)
Vec<ZZ> KeyGen(long BIT_LENGTH)
   ZZ p , q , n , phi , e , d ;
   Vec<ZZ> v ;
   v.FixLength(3);
   GenPrime(p,BIT_LENGTH,ERR_THRESHOLD);
   GenPrime(q,BIT_LENGTH,ERR_THRESHOLD);
   n = p * q;
   phi = (p-1) * (q-1) ;
   ZZ t;
   t = 0;
   e = 0;
   while (t != 1 && e != 1)
      e = RandomBnd(phi);
     t = GCD(e,phi);
   d = InvMod(e,phi);
   v[0] = n;
   v[1] = e;
   v[2] = d;
   return v ;
}
// Encrypt
ZZ encrypt(ZZ m,ZZ e,ZZ n)
{
   ZZ c;
   c = PowerMod(m,e,n);
   return c ;
}
// Decrypt
ZZ decrypt(ZZ c,ZZ d,ZZ n)
   ZZ m;
```

```
m = PowerMod(c,d,n);
  return m ;
}
int main()
{
  ZZ p , q , n , phi , e , d;
  ZZ m , c , t ;
  long KEY_SIZE = 512 ;
  cout << "[+] Using " << KEY_SIZE << " bit keys" << endl ;</pre>
  Vec<ZZ> keys = KeyGen(KEY_SIZE) ;
   n = keys[0];
  e = keys[1];
   d = keys[2];
  cout << "[+] Generated Keys : " << endl ;</pre>
  cout << "N : " << n << endl ;</pre>
  cout << "E : " << e << endl ;</pre>
  cout << "D : " << d << endl ;</pre>
  cout << "-----
-----" << endl ;
  m = 2567;
  cout << "Message : " << m << endl;</pre>
  c = encrypt(m,e,n);
  cout << "Encrypted : " << c << endl;</pre>
  t = decrypt(c,d,n);
  cout << "Decrypted : " << t << endl;</pre>
  cout << "-----
-----" << endl ;
  cout << "-----
-----" << endl ;
  KEY SIZE = 1024;
  cout << "[+] Using " << KEY_SIZE << " bit keys" << endl ;</pre>
  keys = KeyGen(KEY SIZE) ;
   n = keys[0];
   e = keys[1];
   d = keys[2];
   cout << "[+] Generated Keys : " << endl ;</pre>
  cout << "N : " << n << endl ;</pre>
  cout << "E : " << e << endl ;</pre>
  cout << "D : " << d << endl ;</pre>
  cout << "-----
-----" << endl ;
   m = 123456;
  cout << "Message : " << m << endl;</pre>
```

```
c = encrypt(m,e,n);
cout << "Encrypted : " << c << endl;
t = decrypt(c,d,n);
cout << "Decrypted : " << t << endl;
cout << "-----" << endl;
}</pre>
```

Q2: Implementation of ElGamal using 512 bit and 1024 bit parameters

```
// Implementation of ElGamal algorithm using 512 Bit and 1o24 Bit keys
#include <NTL/ZZ.h>
using namespace std;
using namespace NTL;
#define ERR_THRESHOLD 1000
// Error in range 2^(-ERR THRESHOLD)
Vec<ZZ> Setup(long BIT_LENGTH)
   Vec<ZZ> v ;
   v.FixLength(3);
   ZZ p , q , t , g , h;
   GenGermainPrime(q,BIT_LENGTH,ERR_THRESHOLD) ;
   p = 2*q + 1;
   g = 1;
   while(g==1)
      h = RandomBnd(p);
      g = PowerMod(h,(p-1)/q,p);
```

```
v[0] = p;
   v[1] = q;
   v[2] = g;
   return v ;
}
// Key Generation
Vec<ZZ> KeyGen(ZZ p,ZZ q,ZZ g)
   Vec<ZZ> v ;
   v.FixLength(2);
   ZZ x,y;
   do {
     x = RandomBnd(q);
   } while (GCD(x,p)!=1);
   y = PowerMod(g,x,p);
   v[0] = x;
   v[1] = y ;
  return v ;
}
// Encryption
Vec<ZZ> encrypt(ZZ m,ZZ p,ZZ q,ZZ g,ZZ y)
   Vec<ZZ> v ;
   v.FixLength(2);
   ZZ k;
   do {
     k = RandomBnd(q);
   } while (GCD(k,p)!=1);
   ZZ c1,c2;
   c1 = PowerMod(g,k,p);
   c2 = MulMod(m, PowerMod(y, k, p), p);
   v[0] = c1;
   v[1] = c2;
   return v;
}
// Decryption
ZZ decrypt(ZZ c1,ZZ c2,ZZ x,ZZ p)
   ZZ m;
   m = MulMod(c2,PowerMod(c1,-x,p),p);
```

```
return m ;
}
int main()
  ZZ p , q , n , phi , g , d ;
  long BIT_LENGTH ;
  BIT_LENGTH = 512;
  cout << "[+] Using " << BIT_LENGTH << " bit keys" << endl ;</pre>
  Vec<ZZ> set = Setup(BIT_LENGTH) ;
  p = set[0];
  q = set[1];
  g = set[2];
  cout << "P : " << p << endl;</pre>
  cout << "Q : " << q << endl;</pre>
  cout << "G : " << g << endl;</pre>
endl;
  ZZ x,y;
  Vec<ZZ> keys = KeyGen(p,q,g) ;
  x = keys[0];
  y = keys[1];
  cout << "Keys" << endl ;</pre>
  cout << "X : " << x << endl;</pre>
  cout << "Y : " << y << endl;</pre>
  cout << "-----
endl;
  ZZ c1 , c2 ;
  ZZ m;
  m = 2567898;
  cout << "Message" << endl ;</pre>
  cout << m << endl ;</pre>
  cout << "-----" <<
endl;
  Vec<ZZ> c = encrypt(m,p,q,g,y) ;
  c1 = c[0];
  c2 = c[1];
  cout << "C1 : " << c1 << endl;</pre>
  cout << "C2 : " << c2 << endl ;</pre>
  cout << "-----" <<
endl;
  ZZ t;
  t = decrypt(c1,c2,x,p);
 cout << "Decrypted Message : " << t << endl;</pre>
```

```
cout << "-----" <<
 cout << "-----" <<
endl;
  BIT_LENGTH = 1024;
  cout << "[+] Using " << BIT_LENGTH << " bit keys" << endl ;</pre>
  set = Setup(BIT_LENGTH) ;
  p = set[0];
  q = set[1];
  g = set[2];
  cout << "P : " << p << endl;</pre>
  cout << "Q : " << q << endl;</pre>
  cout << "G : " << g << endl;</pre>
  cout << "-----" <<
endl ;
  keys = KeyGen(p,q,g);
  x = keys[0];
  y = keys[1];
  cout << "Keys" << endl ;</pre>
  cout << "X : " << x << endl;</pre>
  cout << "Y : " << y << endl;</pre>
  cout << "-----" <<
endl ;
  m = 54321;
  cout << "Message" << endl ;</pre>
  cout << m << endl ;</pre>
  cout << "-----" <<
endl;
  c = encrypt(m,p,q,g,y);
  c1 = c[0];
  c2 = c[1];
  cout << "C1 : " << c1 << endl ;</pre>
  cout << "C2 : " << c2 << endl ;</pre>
  cout << "-----" <<
endl;
 t = decrypt(c1,c2,x,p);
 cout << "Decrypted Message : " << t << endl;</pre>
  cout << "-----" <<
endl;
 cout << "-----" <<
endl;
}
```

Q3: Implementation of ECC using F-192 parameters

```
// Implementation of ECC algorithm using 192 Bit Primary Field
#include <string.h>
#include <NTL/ZZ.h>
#include <vector>
#include <bitset>
#define K_VALUE 1234
using namespace NTL;
using namespace std;
ZZ modInverse(ZZ x,ZZ p)
{
    for(ZZ i=ZZ(0); i < p; i+=1)
        if(MulMod(i,x,p) == 1)
            return i ;
    return ZZ(-1);
}
class Point {
    private:
        ZZ p;
        ZZ a ;
        ZZ b;
        string zztostring(ZZ num)
            long len = ceil(log(num)/log(128));
            char str[len];
            for(long i = len-1; i >= 0; i--)
```

```
str[i] = conv<int>(num % 128);
            num /= 128;
        }
       return (string) str;
    }
public:
    ZZ x ;
    ZZ y ;
    Point(ZZ x_,ZZ y_,ZZ p_,ZZ a_=ZZ(0),ZZ b_=ZZ(0))
        x = x_{j}
        y = y_{\perp};
        p = p_{j};
        a = a_{j};
        b = b_{j}
    }
    Point(const Point &P)
        x = P.x;
        y = P.y;
        p = P.p;
        a = P.a;
        b = P.b;
    }
    ZZ get_a()
    {
       return a ;
    }
    ZZ get_b()
    {
        return b;
    }
    ZZ get_p()
        return p ;
    }
    void display()
    {
        cout << "Point("</pre>
             << x << ","
             << y << ","
             << p << ")" << endl ;
    }
    string toString()
```

```
string str = "Point(";
    str += zztostring(x);
    str += ",";
    str += zztostring(y) ;
    str += ",";
    str += zztostring(p) ;
    str += ")" ;
    return str ;
}
Point inverse()
    Point P = copy();
    P.y = (-P.y) \% P.p;
    return P ;
Point copy()
    Point P = Point(x,y,p,a,b) ;
    return P ;
bool Eq(Point const &obj)
    if(obj.x == x \&\& obj.y == y \&\& obj.p == p \&\& obj.a == a \&\& obj.b == b)
        return 1;
    else
        return ∅;
}
Point Double()
    ZZ 1;
    ZZ t_y ;
    try {
        t_y = InvMod(MulMod(ZZ(2),y,p),p);
    } catch(InvModErrorObject &e) {
        cout << "Error: " << e.what() << endl ;</pre>
        return Point(ZZ(-1),ZZ(-1));
    }
    catch(...) {
        cout << "[!] Double : Non Invertible Point" << endl ;</pre>
        return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
    1 = MulMod(ZZ(3) * power(x,2) + a,t_y,p);
    ZZ fx = (power(1,2)-x-x) \% p;
    ZZ t = x - fx;
    ZZ fy = (1*t - y) \% p;
    return Point(fx,fy,p,a,b);
}
ostream& operator<<(ostream &out)</pre>
```

```
out << "Point(" << x << "," << y << "," << p << "," << a << "," << b
<< ")" ;
            return out;
        Point operator + (Point const &obj)
            if(p != obj.p)
                cout << "[+] Invalid Operands" << endl ;</pre>
            ZZ y_ = obj.y - y;
            ZZ x_ = obj.x - x;
            if(obj.y == 0 && obj.x == 0)
                return Point(x,y,p,a,b);
            if(y == 0 \&\& x == 0)
                return Point(obj.x,obj.y,obj.p,obj.a,obj.b);
            ZZ 1 ;
            if(Eq(obj))
            {
                ZZ t_y ;
                try {
                    t_y = InvMod(MulMod(ZZ(2),y,p),p);
                } catch(...) {
                    cout << "[!] + if : Non Invertible Point" << endl ;</pre>
                     return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
                }
                1 = MulMod(ZZ(3) * power(x,2) + a,t_y,p);
            }
            else
            {
                ZZ t_x ;
                try {
                    x_{-} = x_{-} \% p ;
                    t_x = InvMod(x_p);
                } catch(...) {
                    cout << "[!] + else : Non Invertible Point : " << x_ << endl ;</pre>
                    cout << "[!] GCD : " << GCD(x_,p) << endl ;</pre>
                    return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
                }
                1 = MulMod(y_,t_x,p);
            }
            ZZ fx = (power(1,2)-x-obj.x) \% p;
            ZZ t = x - fx;
            ZZ fy = (1*t - y) \% p ;
            return Point(fx,fy,p,a,b);
        }
        Point operator * (ZZ const &obj)
            return scalarMul(obj);
```

```
Point operator * (int const &obj)
        {
            return scalarMul(ZZ(obj));
        // Scalar Multiplication of Point
        Point scalarMul(ZZ const &k)
        {
            Point P = copy();
            Point ans = Point(ZZ(0),ZZ(0),p,a,b);
            unsigned char* p = new unsigned char[NumBytes(k)];
            BytesFromZZ(p, k, NumBytes(k)); // pp = byte-representation of N
            for(int i=0;i<NumBytes(k);i+=1)</pre>
                                      // x = binary representation of p[i]
                bitset<8> x(p[i]);
                for(int j=0;j<8;j+=1)
                    if(x[j] == 1)
                        ans = ans + P;
                    P = P.Double();
                }
            }
            delete[] p;
            return ans;
        }
} ;
typedef struct Key
    ZZ privateKey ;
    Point publicKey;
} Key ;
Key KeyGen(ZZ n,Point B)
    ZZ PrivateKey = RandomBnd(n) ;
    Point PublicKey = B * PrivateKey ;
    Key k = {PrivateKey, PublicKey};
    return k ;
}
Point messageEncode(ZZ m,Point BasePoint)
    ZZ k = ZZ(K VALUE);
    ZZ Xj , Yj , Sj ;
    for(int j=0;j< k;j+=1)
    {
        Xj = k * m + j ;
        Sj = power(Xj,3) + BasePoint.get_a()*Xj + BasePoint.get_b();
        Sj = Sj % BasePoint.get_p();
        if(Jacobi(Sj,BasePoint.get_p())==1)
```

```
Yj = PowerMod(Sj,(BasePoint.get_p()+1)/ZZ(4),BasePoint.get_p());
Point(Xj,Yj,BasePoint.get_p(),BasePoint.get_a(),BasePoint.get_b());
        }
    }
    return BasePoint * m ;
}
ZZ messageDecode(Point Pm, Point BasePoint)
    ZZ k = ZZ(K_VALUE);
    return Pm.x / k;
}
vector<Point> encrypt(ZZ k,Point BasePoint,Point Pm,Point publicKey)
    Point C1 = BasePoint * k ;
    Point C2 = Pm + (publicKey * k);
    vector<Point> cipher ;
    cipher.reserve(2);
    cipher.push_back(C1);
    cipher.push_back(C2);
    return cipher;
}
Point decrypt(ZZ privateKey,Point C1,Point C2)
{
    Point t = (C1 * privateKey).inverse();
    Point Pm = C2 + t;
    return Pm ;
}
int main()
    Vec<ZZ> curveParams ;
    curveParams.SetLength(3);
    curveParams [0] = power(ZZ(2),192) - power(ZZ(2),64) - ZZ(1); // p
    curveParams[1] = ZZ(-3);
                                                                    // a
    curveParams[2] = conv<ZZ>
("2455155546008943817740293915197451784769108058161191238065");
    ZZ p = curveParams[0];
    ZZ a = curveParams[1] ;
    ZZ b = curveParams[2];
    ZZ n = conv < ZZ > ("6277101735386680763835789423176059013767194773182842284081")
    // n - Order
    ZZ seed = conv<ZZ>("275585503993527016686210752207080241786546919125");
    ZZ h = ZZ(1);
    ZZ r = conv < ZZ > ("1191689908718309326471930603292001425137626342642504031845")
```

```
ZZ x = conv < ZZ > ("602046282375688656758213480587526111916698976636884684818");
ZZ y = conv < ZZ > ("174050332293622031404857552280219410364023488927386650641");
Point BasePoint = Point(
   х.
   у,
                 // y
   curveParams[0],
   curveParams[1],
   curveParams[2]
);
Key key = KeyGen(n,BasePoint) ;
int message = 4321;
ZZ m = ZZ(message);
Point Pm = messageEncode(m, BasePoint) ;
cout << "Actual Message : " << endl ;</pre>
cout << m << endl ;</pre>
cout << "----" << endl ;</pre>
cout << "Encoded Message : " << endl ;</pre>
Pm.display();
cout << "----" << endl ;</pre>
Key aliceKey = KeyGen(n,BasePoint);
cout << "Alice Keys : " << endl ;</pre>
cout << aliceKey.privateKey << endl ;</pre>
aliceKey.publicKey.display();
cout << "-----
                                -----" << endl ;
Key bobKey = KeyGen(n,BasePoint);
cout << "Bob Keys : " << endl ;</pre>
cout << bobKey.privateKey << endl ;</pre>
bobKey.publicKey.display();
cout << "----" << endl ;</pre>
ZZ k = RandomBnd(curveParams[0]);
vector<Point> cipher = encrypt(k,BasePoint,Pm,bobKey.publicKey) ;
cout << "Encrypted Message : " << endl ;</pre>
cout << "C1 : " << endl ;</pre>
cipher[0].display();
cout << "C2 : " << endl ;</pre>
cipher[1].display();
cout << "-----
                                     -----" << endl ;
Point tm = decrypt(bobKey.privateKey,cipher[0],cipher[1]);
cout << "Decrypted Message : " << endl ;</pre>
tm.display();
cout << "-----" << endl ;
```

```
ZZ decodedMessage = messageDecode(tm,BasePoint);
  cout << "Decoded Message : " << endl ;
  cout << decodedMessage << endl ;
  cout << "-----" << endl ;
}</pre>
```

```
- Submission git:(master) x ./81889341CS_Prog3.out
Actual Message :
Point(5332114, 1493113104221704442277553043894789454325363777266004256117,6277101735386680763835789423207666416083908700390324961279)

Alice Keys :
4527305657793801102574483035653032396656490232988380908144
Point(1227894552013339104787741115006154081951744357317110131507,21080697112178374192320861548234449963283612317649457174058,6277101735386680763835789423207666416083908700390324961279)

Bob Keys :
85266345564799810022580865657979816600842456553957044944
Point(1427809457078179982901994392254835534803580738564565,1150101091998523029019628999185750885741718447530146213734,6277101735386680763835789423207666416083908700390324961279)

Encrypted Message :
C1 :
Point(1617665555565511899594927028609828994185633602361273891486,3821952736023251778476078251795246081600442915528700073408,6277101735386680763835789423207666416083908700390324961279)

C2 :
Point(6197665555565511899594927028609828994185633602361273891486,3821952736023251778476078251795246081600442915528700073408,6277101735386680763835789423207666416083908700390324961279)

Decrypted Message :
Point(5332114, 1493113104221704442277553043894789454325363777266004256117,6277101735386680763835789423207666416083908700390324961279)

Decoded Message :
Point(5332114, 1493113104221704442277553043894789454325363777266004256117,6277101735386680763835789423207666416083908700390324961279)

Decoded Message :
4321
```

Q4 - a: Digital Signature Implementation using RSA

Header Files with Necessary Utils for SHA Hash

```
// Implementation of Digital Signature using RSA
// Hash related functions are stored in crypto.h
#include <NTL/ZZ.h>
#include <openssl/sha.h>
#include <bits/stdc++.h>
#include <string>
using namespace std;
using namespace NTL;
char *hexdigest(unsigned char *md, int len)
{
    static char buf[80];
    int i;
    for (i = 0; i < len; i++)
        sprintf(buf + i * 2, "%02x", md[i]);
    return buf;
}
ZZ hexToZZ(char *hex)
   ZZ res = ZZ(0);
   int i;
   for (i = 0; i < strlen(hex); i += 1)
      res <<= 4;
      char x = hex[i];
```

```
if(x>='0' && x <='9')
         res += hex[i]-48;
      else if(x \ge a' \& x \le f')
         res += hex[i]-87;
      else if(x \ge A' \& x \le F')
         res += hex[i]-55;
   }
   return res ;
}
string numberToString(ZZ num)
{
    string s = "";
    while (num > 0)
        s += (num \% 10) + '0';
        num /= 10;
    reverse(s.begin(), s.end());
    return s;
}
// SHA1
ZZ Hash(string s)
{
    unsigned char hash[SHA_DIGEST_LENGTH]; // == 20
    SHA_CTX sha1;
    SHA1_Init(&sha1);
    SHA1_Update(&sha1, s.c_str(), s.length());
    SHA1 Final(hash, &sha1);
    ZZ h = hexToZZ(hexdigest(hash, SHA_DIGEST_LENGTH));
    return h ;
}
ZZ Hash(ZZ m)
    string s = numberToString(m);
    return Hash(s);
}
ZZ Hash(char *m)
    string s = m;
    return Hash(s);
}
#define BIT_LENGTH 512
#define ERR_THRESHOLD 1000
// Error in range 2^(-ERR_THRESHOLD)
Vec<ZZ> KeyGen()
```

```
ZZ p , q , n , phi , e , d;
  Vec<ZZ> v ;
   v.FixLength(3);
   GenPrime(p,BIT_LENGTH/2,ERR_THRESHOLD);
   GenPrime(q,BIT_LENGTH/2,ERR_THRESHOLD);
   n = p * q;
   phi = (p-1) * (q-1) ;
  ZZ t;
  t = 0;
   e = 0;
  while (t != 1 && e != 1)
      e = RandomBnd(phi);
     t = GCD(e,phi);
  d = InvMod(e,phi);
  v[0] = n;
  v[1] = e;
  v[2] = d;
  return v ;
}
//Sign
ZZ Sign(ZZ m,ZZ d,ZZ n)
{
  ZZ c;
  ZZ h = Hash(m);
  c = PowerMod(h,d,n);
  return c ;
}
// Verify
bool Verify(ZZ m,ZZ sigma,ZZ e,ZZ n)
{
  ZZ c ;
  ZZ h = Hash(m);
  ZZ h_ = PowerMod(sigma,e,n);
  if (h == h )
      return 1;
  else
      return ∅;
}
int main()
{
  ZZ p , q , n , phi , e , d;
  Vec<ZZ> keys = KeyGen();
   n = keys[0];
   e = keys[1];
   d = keys[2];
```

```
ZZ m , sigma ;
  m = 2567;
  ZZ h = Hash(m);  // Some hash of message M
  cout << "Message : " << m << endl;</pre>
  cout << "Hashed Message : " << h << endl ;</pre>
  cout << "-----
-----" << endl ;
  sigma = Sign(m,d,n);
  cout << "Sign : " << sigma << endl;</pre>
  cout << "-----
-----" << endl ;
  bool t = Verify(m, sigma, e, n);
  cout << "Pass 1" << endl ;</pre>
  cout << "Message : " << m << endl ;</pre>
  cout << "Sign : " << sigma << endl;</pre>
  cout << "Valid : " << t << endl;</pre>
  cout << "-----
-----" << endl ;
  bool t1 = Verify(m, sigma + 1, e, n);
  cout << "Pass 2 - [With Tampering]" << endl;</pre>
  cout << "Message : " << m << endl ;</pre>
  cout << "Sign : " << sigma + 1 << endl;</pre>
  cout << "Valid : " << t1 << endl ;</pre>
  cout << "-----
 -----" << endl ;
}
```

```
- Submission git:(master) x ./8180341CS_Prog4.out
Message : 2567
Hashed Message : 1140304759920383833489745472737576249245587440647

Sign : 4378108000919839158553246072301687441261135243712377707006366029582573508863302393989867407801864077880703714560439436592268142255013966701850848215559880

Pass 1
Message : 2567
Sign : 4378108000919839158553246072301687441261135243712377707006366029582573508863302393989867407801864077880703714560439436592268142255013966701850848215559880

Valid : 1
Pass 2 - [With Tampering]
Message : 2567
Sign : 43781080000919839158553246072301687441261135243712377707006366029582573508863302393989867407801864077880703714560439436592268142255013966701850848215559880

Valid : 0
```

Q4 - b : Digital Signature Implementation using ElGamal

```
// Implementation of Digital Signature using ElGamal algorithm
// Hash related functions are stored in crypto.h

#include <NTL/ZZ.h>
#include <openssl/sha.h>
#include <bits/stdc++.h>
#include <string>
```

```
using namespace std;
using namespace NTL;
char *hexdigest(unsigned char *md, int len)
    static char buf[80];
    int i;
    for (i = 0; i < len; i++)
        sprintf(buf + i * 2, "%02x", md[i]);
    return buf;
}
ZZ hexToZZ(char *hex)
   ZZ res = ZZ(0);
   int i;
   for (i = 0; i < strlen(hex); i += 1)
      res <<= 4;
      char x = hex[i];
      if(x>='0' \&\& x <='9')
         res += hex[i]-48;
      else if(x \ge a' \& x \le f')
         res += hex[i]-87;
      else if(x \ge A' \& x \le F')
         res += hex[i]-55;
   }
   return res ;
}
string numberToString(ZZ num)
{
    string s = "";
    while (num > 0)
        s += (num \% 10) + '0';
        num /= 10;
    reverse(s.begin(), s.end());
    return s;
}
// SHA1
ZZ Hash(string s)
{
    unsigned char hash[SHA_DIGEST_LENGTH]; // == 20
    SHA_CTX sha1;
    SHA1_Init(&sha1);
    SHA1_Update(&sha1, s.c_str(), s.length());
    SHA1_Final(hash, &sha1);
    ZZ h = hexToZZ(hexdigest(hash, SHA_DIGEST_LENGTH));
    return h;
```

```
ZZ Hash(ZZ m)
{
    string s = numberToString(m);
    return Hash(s);
}
ZZ Hash(char *m)
    string s = m;
    return Hash(s);
}
#define BIT_LENGTH 512
#define ERR_THRESHOLD 1000
Vec<ZZ> Setup()
{
   Vec<ZZ> v ;
   v.FixLength(3);
   ZZ p , q , t , g , h;
   GenGermainPrime(q,BIT_LENGTH,ERR_THRESHOLD) ;
   p = 2*q + 1;
   g = 1;
   while(g==1)
      h = RandomBnd(p);
      g = PowerMod(h, (p-1)/q, p);
   }
   v[0] = p;
   v[1] = q;
   v[2] = g;
   return v ;
}
// Key Generation
Vec<ZZ> KeyGen(ZZ p,ZZ q,ZZ g)
{
   Vec<ZZ> v ;
   v.FixLength(2);
   ZZ x,y;
   do {
     x = RandomBnd(q);
   } while (GCD(x,p)!=1);
   y = PowerMod(g,x,p);
   V[0] = X;
   v[1] = y;
```

```
return v ;
}
// Sign
Vec<ZZ> Sign(ZZ m,ZZ p,ZZ q,ZZ g,ZZ x)
{
  Vec<ZZ> v ;
  v.FixLength(2);
  ZZ k,r,t;
  do {
     k = RandomBnd(q);
     t = PowerMod(g,k,p);
     r = (t\%q);
   } while (r==0);
  ZZ h = Hash(m);
  ZZ s = (InvMod(k,q)*(h+x*r))%q ;
  v[0] = r;
  v[1] = s;
  return v ;
}
// Verify
bool Verify(ZZ m,Vec<ZZ> v,ZZ y,ZZ p,ZZ q,ZZ g)
  ZZ r = v[0];
  ZZ s = v[1];
  if(r<0 || r>=q) return false;
  if(s<0 || s>=q) return false;
  ZZ h = Hash(m);
  ZZ w = InvMod(s,q);
  ZZ u1 = (h*w)%q ;
  ZZ u2 = (r*w)%q ;
  ZZ t = (PowerMod(g,u1,p) * PowerMod(y,u2,p))%p ;
  ZZ r_{=} (t\%q);
  if (r_==r)
      return true;
  else
     return false;
}
int main()
```

```
ZZ p , q , n , phi , g , d ;
  Vec<ZZ> set = Setup() ;
  p = set[0];
  q = set[1];
  g = set[2];
  cout << "P : " << p << endl;</pre>
  cout << "Q : " << q << endl;</pre>
  cout << "G : " << g << endl;</pre>
  cout << "-----
 -----" << endl ;
  ZZ x,y;
  Vec<ZZ> keys = KeyGen(p,q,g) ;
  x = keys[0];
  y = keys[1];
  cout << "Keys" << endl ;</pre>
  cout << "X : " << x << endl;</pre>
  cout << "Y : " << y << endl;</pre>
  cout << "-----
 -----" << endl ;
  ZZ m;
  m = ZZ(12345);
  Vec < ZZ > sign = Sign(m,p,q,g,x);
  cout << "Pass 1" << endl ;</pre>
  cout << "Message : " << m << endl;</pre>
  cout << "Signature" << endl ;</pre>
  cout << "r : " << sign[0] << endl;
cout << "s : " << sign[1] << endl;</pre>
  bool v = Verify(m,sign,y,p,q,g);
  \operatorname{\mathsf{cout}} << "Valid : " << v << \operatorname{\mathsf{endl}} ;
  cout << "-----
  -----" << endl ;
  sign[0] = sign[0] + 1;
  cout << "Pass 2 - [With Tampering] " << endl;</pre>
  cout << "Message : " << m << endl;</pre>
  cout << "Signature" << endl ;</pre>
  cout << "r : " << sign[0] << endl;</pre>
  cout << "s : " << sign[1] << endl;</pre>
  v = Verify(m,sign,y,p,q,g);
  cout << "Valid : " << v << endl ;</pre>
  cout << "-----
 -----" << endl ;
 return 0;
}
```

Q4 - c: Digital Signature Implementation using ECC

```
// Implementation of Digital Signature using ECC
#include <openssl/sha.h>
#include <bits/stdc++.h>
#include <NTL/ZZ.h>
#include <string.h>
#include <vector>
#include <string>
#include <bitset>
using namespace std;
using namespace NTL;
ZZ modInverse(ZZ x,ZZ p)
{
    for(ZZ i=ZZ(0);i< p;i+=1)
        if(MulMod(i,x,p) == 1)
            return i ;
    return ZZ(-1);
}
class Point {
    private:
        ZZ p;
        ZZ a ;
        ZZ b;
        string zztostring(ZZ num)
        {
            long len = ceil(log(num)/log(128));
            char str[len];
            for(long i = len-1; i >= 0; i--)
                str[i] = conv<int>(num % 128);
                num /= 128;
            return (string) str;
```

```
public:
   ZZ x ;
   ZZ y ;
    Point(ZZ x_,ZZ y_,ZZ p_,ZZ a_=ZZ(\emptyset),ZZ b_=ZZ(\emptyset))
    {
        x = x_{j};
        y = y_{\perp};
        a = a_{j};
        b = b_{j}
    }
    Point(const Point &P)
        x = P.x;
        y = P.y;
        p = P.p;
        a = P.a;
        b = P.b;
    }
   ZZ get_a()
       return a ;
    }
    ZZ get_b()
        return b;
    }
    ZZ get_p()
    {
       return p ;
    }
    void display()
    {
        cout << "Point("</pre>
             << x << ","
             << y << ","
             << p << ")" << endl ;
    }
    string toString()
        string str = "Point(";
        str += zztostring(x);
        str += ",";
        str += zztostring(y) ;
        str += ",";
        str += zztostring(p) ;
        str += ")";
```

```
return str ;
        }
        Point inverse()
            Point P = copy();
           P.y = (-P.y) \% P.p;
            return P ;
        }
       Point copy()
           Point P = Point(x,y,p,a,b) ;
           return P ;
        }
        bool Eq(Point const &obj)
            if(obj.x == x \&\& obj.y == y \&\& obj.p == p \&\& obj.a == a \&\& obj.b == b)
                return 1;
            else
                return 0;
        }
       Point Double()
        {
            ZZ 1;
           ZZ t_y ;
            try {
                t_y = InvMod(MulMod(ZZ(2),y,p),p);
            } catch(InvModErrorObject &e) {
                cout << "Error: " << e.what() << endl ;</pre>
                return Point(ZZ(-1),ZZ(-1));
            }
            catch(...) {
                cout << "[!] Double : Non Invertible Point" << endl ;</pre>
                return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
            1 = MulMod(ZZ(3) * power(x,2) + a,t_y,p);
            ZZ fx = (power(1,2)-x-x) \% p;
            ZZ t = x - fx;
            ZZ fy = (1*t - y) \% p;
            return Point(fx,fy,p,a,b);
        }
       ostream& operator<<(ostream &out)</pre>
            out << "Point(" << x << "," << p << "," << a << "," << b
<< ")";
            return out ;
```

```
Point operator + (Point const &obj)
{
    if(p != obj.p)
       cout << "[+] Invalid Operands" << endl ;</pre>
    ZZ y_= obj.y - y;
    ZZ x_= obj.x - x;
    if(obj.y == 0 && obj.x == 0)
        return Point(x,y,p,a,b);
    if(y == 0 && x == 0)
        return Point(obj.x,obj.y,obj.p,obj.a,obj.b);
    ZZ 1;
    if(Eq(obj))
        ZZ t_y ;
        try {
            t_y = InvMod(MulMod(ZZ(2),y,p),p);
        } catch(...) {
            cout << "[!] + if : Non Invertible Point" << endl ;</pre>
            return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
        }
        1 = MulMod(ZZ(3) * power(x,2) + a,t_y,p);
    }
    else
    {
        ZZ t_x ;
        try {
           x_{-} = x_{-} \% p;
            t_x = InvMod(x_p);
        } catch(...) {
            cout << "[!] + else : Non Invertible Point : " << x_ << endl ;</pre>
            cout << "[!] GCD : " << GCD(x_,p) << endl ;</pre>
            return Point(ZZ(-1),ZZ(-1),ZZ(p),ZZ(a),ZZ(b));
        }
        l = MulMod(y_,t_x,p);
    ZZ fx = (power(1,2)-x-obj.x) \% p;
    ZZ t = x - fx;
    ZZ fy = (1*t - y) \% p;
   return Point(fx,fy,p,a,b);
}
Point operator * (ZZ const &obj)
{
    return scalarMul(obj);
}
Point operator * (int const &obj)
    return scalarMul(ZZ(obj));
```

```
// Scalar Multiplication of Point
       Point scalarMul(ZZ const &k)
       {
           Point P = copy();
           Point ans = Point(ZZ(0),ZZ(0),p,a,b);
           unsigned char* p = new unsigned char[NumBytes(k)];
           BytesFromZZ(p, k, NumBytes(k)); // pp = byte-representation of N
           for(int i=0;i<NumBytes(k);i+=1)</pre>
               for(int j=0; j<8; j+=1)
                   if(x[j] == 1)
                       ans = ans + P;
                   P = P.Double();
               }
           }
           delete[] p;
           return ans ;
       }
};
char *hexdigest(unsigned char *md, int len)
   static char buf[80];
   int i;
   for (i = 0; i < len; i++)
       sprintf(buf + i * 2, "%02x", md[i]);
    return buf;
}
ZZ hexToZZ(char *hex)
{
   ZZ res = ZZ(0);
  int i;
   for (i = 0; i < strlen(hex); i += 1)
     res <<= 4;
     char x = hex[i];
     if(x>='0' && x <='9')
        res += hex[i]-48;
     else if(x \ge a' \& x \le f')
        res += hex[i]-87;
     else if(x \ge A' \& x \le F')
        res += hex[i]-55;
   }
  return res;
}
string numberToString(ZZ num)
    string s = "";
    while (num > 0)
```

```
s += (num \% 10) + '0';
        num /= 10;
    reverse(s.begin(), s.end());
    return s;
}
// SHA1
ZZ Hash(string s)
    unsigned char hash[SHA_DIGEST_LENGTH]; // == 20
    SHA_CTX sha1;
    SHA1_Init(&sha1);
    SHA1_Update(&sha1, s.c_str(), s.length());
    SHA1_Final(hash, &sha1);
    ZZ h = hexToZZ(hexdigest(hash, SHA_DIGEST_LENGTH));
    return h;
}
ZZ Hash(ZZ m)
{
    string s = numberToString(m);
    return Hash(s);
}
ZZ Hash(char *m)
    string s = m;
    return Hash(s);
}
#define K_VALUE 1234
typedef struct Key
   ZZ privateKey ;
   Point publicKey;
} Key;
Key KeyGen(ZZ n,Point B)
   ZZ PrivateKey = RandomBnd(n) ;
   Point PublicKey = B * PrivateKey ;
   Key k = {PrivateKey, PublicKey};
   return k ;
}
Point messageEncode(ZZ m,Point BasePoint)
   ZZ k = ZZ(K_VALUE);
   ZZ Xj , Yj , Sj ;
```

```
for(int j=0;j< k;j+=1)
      Xj = k * m + j ;
      Sj = power(Xj,3) + BasePoint.get_a()*Xj + BasePoint.get_b();
      Sj = Sj % BasePoint.get_p();
      if(Jacobi(Sj,BasePoint.get_p())==1)
         Yj = PowerMod(Sj,(BasePoint.get_p()+1)/ZZ(4),BasePoint.get_p());
         return Point(Xj,Yj,BasePoint.get_p(),BasePoint.get_a(),BasePoint.get_b())
;
      }
   }
   return BasePoint * m;
}
ZZ messageDecode(Point Pm, Point BasePoint)
   ZZ k = ZZ(K_VALUE);
   return Pm.x / k;
}
// Sign
Vec<ZZ> Sign(Point Pm,ZZ privateKey,ZZ sessionKey,ZZ n,Point BasePoint)
   Vec<ZZ> v ;
   v.FixLength(2);
   Point R = BasePoint * sessionKey ;
   ZZ r = R.x;
   ZZ s = (InvMod(sessionKey,n) * (Hash(Pm.toString()) + privateKey * r)) % n;
   v[0] = r;
   v[1] = s;
   return v ;
}
// Verify
bool Verify(Vec<ZZ> key,ZZ n,Point Pm,Point publicKey,Point BasePoint)
   ZZ r = key[0];
   ZZ s = key[1];
   ZZ w = InvMod(s,n);
   ZZ u = (Hash(Pm.toString()) * w)%n;
   ZZ v = (r * w)%n;
   Point R = (BasePoint * u) + (publicKey * v);
   if(R.x==r)
      return true ;
```

```
else
     return false;
}
int main()
{
  Vec<ZZ> curveParams ;
  curveParams.SetLength(3);
  curveParams[0] = power(ZZ(2),192) - power(ZZ(2),64) - ZZ(1); // p
  curveParams[1] = ZZ(-3);
                                                                 // a
  curveParams[2] = conv<ZZ>
("2455155546008943817740293915197451784769108058161191238065"); // b
  ZZ p = curveParams[0];
  ZZ a = curveParams[1];
  ZZ b = curveParams[2] ;
  ZZ n = conv < ZZ > ("6277101735386680763835789423176059013767194773182842284081");
// n - Order
  ZZ seed = conv<ZZ>("275585503993527016686210752207080241786546919125");
  ZZ h = ZZ(1);
  ZZ r = conv \langle ZZ \rangle ("1191689908718309326471930603292001425137626342642504031845");
  ZZ \times = conv < ZZ > ("602046282375688656758213480587526111916698976636884684818");
  ZZ y = conv < ZZ > ("174050332293622031404857552280219410364023488927386650641");
  Point BasePoint = Point(
  Χ,
                 // x
                  // y
  у,
  curveParams[0],
  curveParams[1],
  curveParams[2]
   );
  Key key = KeyGen(n,BasePoint) ;
  int message = 4321;
  ZZ m = ZZ(message);
  Point Pm = messageEncode(m,BasePoint);
  cout << "Actual Message : " << endl ;</pre>
  cout << m << endl ;</pre>
   cout << "-----
  cout << "Encoded Message : " << endl ;</pre>
  Pm.display();
  cout << "----" << endl ;</pre>
  Key aliceKey = KeyGen(n,BasePoint);
  cout << "Alice Keys : " << endl ;</pre>
  cout << aliceKey.privateKey << endl ;</pre>
  aliceKey.publicKey.display();
                                             -----" << endl ;
  cout << "-----
```

```
Key bobKey = KeyGen(n,BasePoint);
  cout << "Bob Keys : " << endl ;</pre>
  cout << bobKey.privateKey << endl ;</pre>
  bobKey.publicKey.display();
  cout << "----" << end1 ;
  ZZ k;
  do {
   k = RandomBnd(n);
  } while (GCD(k,n)!=1);
  cout << "Session Key : " << endl ;</pre>
  cout << k << endl ;</pre>
  cout << "----" << endl :
  Vec<ZZ> sign = Sign(Pm,bobKey.privateKey,k,n,BasePoint) ;
  cout << "Pass 1 : " << endl ;</pre>
  cout << "Signature : " << endl ;</pre>
  cout << "r : " << sign[0] << endl;</pre>
  cout << "s : " << sign[1] << endl ;</pre>
  bool t = Verify(sign,n,Pm,bobKey.publicKey,BasePoint);
  cout << "Valid : " << t << endl;</pre>
  cout << "-----" << end1 ;
  sign[0] = sign[0] + 1234;
  cout << "Pass 2 - [With Tampering] " << endl;</pre>
  cout << "Signature : " << endl ;</pre>
  cout << "r : " << sign[0] << endl;</pre>
  cout << "s : " << sign[1] << endl;</pre>
  t = Verify(sign,n,Pm,bobKey.publicKey,BasePoint);
  cout << "Valid : " << t << endl;</pre>
  cout << "-----
                                           -----" << endl ;
}
```